

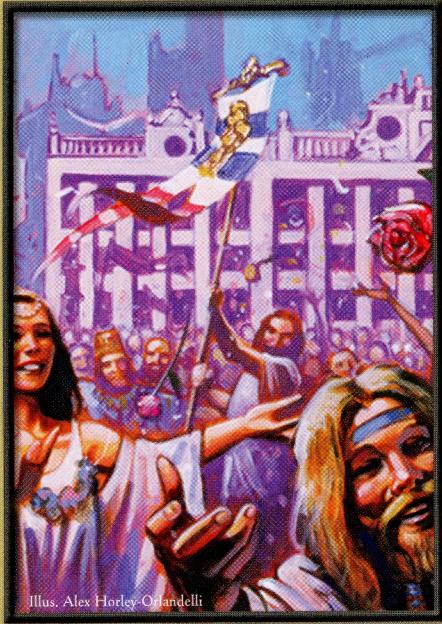
(RAVICA)

CITY OF GUILDS™

Illus. Richard Wright

PLAYER'S GUIDE

MAGIC
The Gathering®



Illus. Alex Horley-Orlandelli

THE FOUND CITY OF GOLD

by Brian Schneider, *Ravnica: City of Guilds*™ lead developer

Multicolored cards are back! It's been five years since the release of the *Invasion*™ set, the last **Magic: The Gathering**® large expansion to focus on multicolored cards. While they've shown up here and there over the last few years, it's been a while since a set was all about them. We know how much fun multicolored cards are, and we've missed them too—so we brought them back!

We wanted to create a new multicolored set with a distinct feel and identity, and we didn't want to just remake the *Invasion* block. Some changes are subtle: We improved the card frame so you can now tell a multicolored card's colors without having to read its mana cost. Don't worry—the frame is still gold, but with added colors to set a blue-black card apart from a red-white one. Some changes are not so subtle: Hybrid cards are like nothing you've ever seen before, including new frames and new mana symbols. The biggest surprise of all might be which two-color pairs show up in the first set of the *Ravnica*™ block.

ALL THAT GLITTERS IS GUILD

The *Ravnica: City of Guilds* design team devised a “guild” system for the entire *Ravnica* block. In this system, each of the ten possible two-color combinations represents a guild—a school of magic with its own methods and beliefs. Each guild has a unique fighting style, legendary leaders, and a new keyword or ability name. You can tell which guild a card belongs to by the guild symbol in its text box. All the multicolored and hybrid cards in the set belong to a guild, but so do many others. For example, a blue creature with an ability that requires black mana or a white card with a guild’s keyword ability have these symbols, too. Even the specialized guild artifacts and lands have them!

Rather than focusing on the five allied-color pairs again, the *Ravnica* set shines a spotlight on just four of the ten guilds: House Dimir, the blue-black guild; the Golgari, the black-green guild; the Boros Legion, the red-white guild; and the Selesnya Conclave, the green-white guild. This unusual mix of color pairs makes playing with the set feel both familiar and brand-new. If you don’t see your favorite pair listed, just wait—by the end of the *Ravnica* block, all ten guilds will be out in force.





HOW ENCHANTING

The *Ravnica* set has more than just multicolored cards. One of its most interesting themes focuses on Auras (formerly known as “local enchantments”). One cycle of Auras has comes-into-play abilities, and the set also has a number of ways for you to manipulate Auras. Cards like Mark of Eviction and Flickerform let you get these bonuses over and over! Certain *Ravnica* creatures interact well with enchantments. The best might be Auratouched Mage: It lets you search your library for any Aura and attach it to the Mage for free. Just imagine it with Followed Footsteps!



Illus. Mark Zug

HUNTING SEASON

My own favorite theme is the Hunted creatures cycle, which we nicknamed the “bring your own enemies” cycle. Each one is a monstrously large creature for a surprisingly low mana cost. Well, maybe the costs aren’t that surprising, because each Hunted creature gives your opponent some creatures as well. The fun part is figuring out ways to deal with your opponent’s new creatures so your gigantic attacker can stomp on through. Some good options include Necroplasm, Mark of Eviction, and Peel from Reality—and I bet you’ll find more.

I hope you’ll agree that the *Ravnica: City of Guilds* set is a tremendous amount of fun to play with. The new features are eye-popping, and multicolored cards are as exciting as ever. Enjoy!

A DELICATE BALANCE DISTURBED

Nothing ever changes in Ravnica. For countless millennia, cities have covered the entire plane. Eventually, they ran together into one vast megalopolis—a patchwork of grand halls, decrepit slums, ancient ruins, and layer upon layer of stonework structures. Of the world's countless civic centers, one looms above all others: the City of Ravnica, a metropolis so vast that its name has become synonymous with the world itself. It is here—amid mazes of streets and towering gothic spires—that the guilds vie for power and control.

Almost ten thousand years have passed since the signing of the Guildpact, the treaty that established relative peace on the plane. Before that, Ravnica's guilds had been openly at war for centuries, each claiming dominion over the others. Then something happened that made the guilds take pause: the spirits of the dead began to linger. The guild masters of old agreed to divert their energies toward investigating the phenomenon.

Despite the efforts of countless scholars and sages, however, no one ever learned why the spirits of the fallen sometimes persist on Ravnica. Thousands of years later, ghosts are simply a fact of life. They walk the streets and roam the halls alongside the living.



Illus. Donato Giancola

Illus. Richard Wright



Illus. Kev Walker

In the meantime, the guilds have maintained their fragile concord. Each guild has found its role in Ravnica's systems, established its seat of power, and grown its ranks. But deep beneath Ravnica's surface, someone waits, watches, and schemes—someone for whom this world has gone too long without change.

Every year, the people of Ravnica celebrate the Festival of the Guildpact. As the ten-thousandth anniversary of the Guildpact approaches—the Decimillennial—the people of Ravnica grow restless and eager. They intend to celebrate it as they've never celebrated anything before.

All this excitement gives Agrus Kos a headache. He has served the Wojeks for many decades now, and from where he stands, the Festival of the Guildpact looks like nothing but trouble and work. The League of Wojek, a division of the mighty Boros Legion, has served as Ravnica's official peacekeepers since the Guildpact came to be. Soon, however, the Wojeks will be tested as never before.

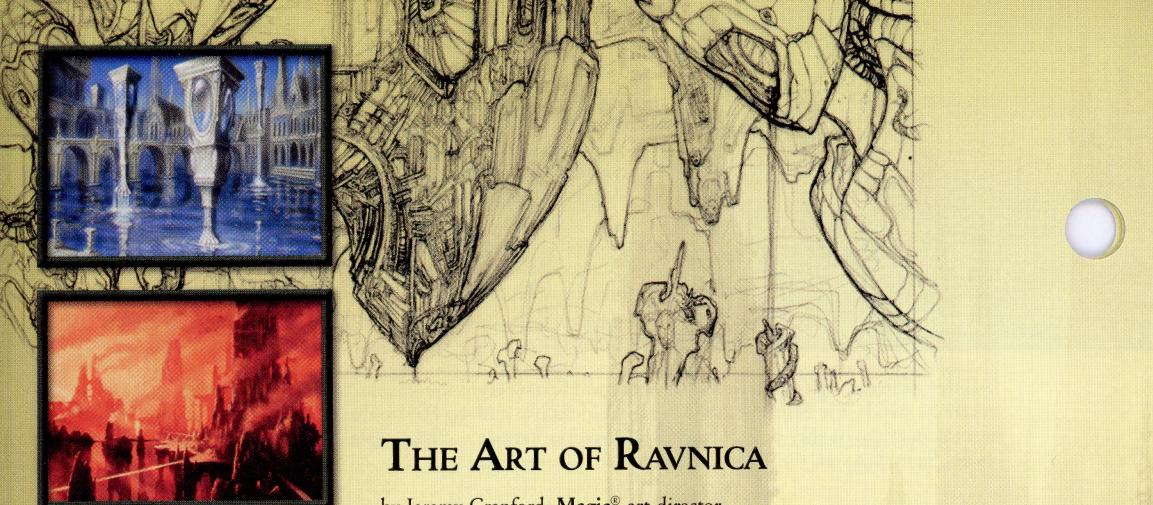
A dark-elf champion will make her move for leadership of the Golgari. A hierophant of the Selesnya Conclave will be murdered in broad daylight. And Agrus Kos will be visited by the ghost of someone very close to him.

As the Decimillennial approaches, unseen forces put centuries-old plans into motion—plans that threaten the delicate balance of the guilds.

The story continues in the novel *Ravnica*
by Cory J. Herndon.



Illus. Kev Walker

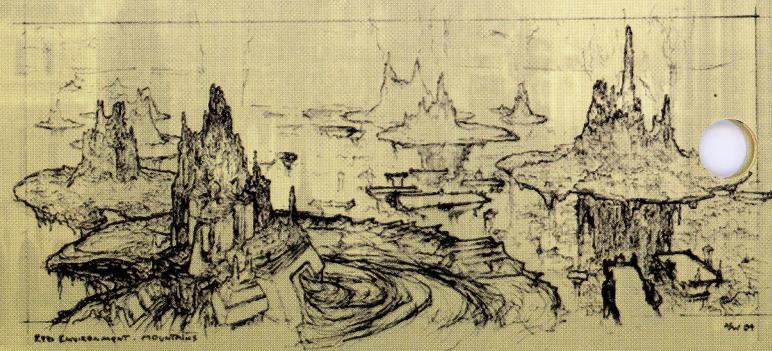


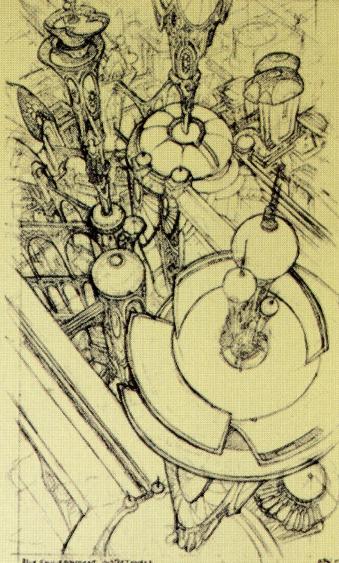
THE ART OF RAVNICA

by Jeremy Cranford, Magic® art director

After the harsh metal of the Mirrodin® world and the beauty of the Kamigawa™ world, all of us on the creative team wanted the Ravnica setting to feel much more like classic fantasy. You know—lots of elves, cyclopes, centaurs, and vampires.

As the art director, I wondered what the world of Ravnica would *look* like. Where would all of our characters live? I knew the card designers were building a set based around multicolored cards, which led us to the idea of two-colored factions and the whole “guild” concept. You’d typically find different cultures intermingling in a large urban area, and that was exactly the type of environment the guilds needed. That idea was our big creative breakthrough: Ravnica had to be an urban fantasy setting.

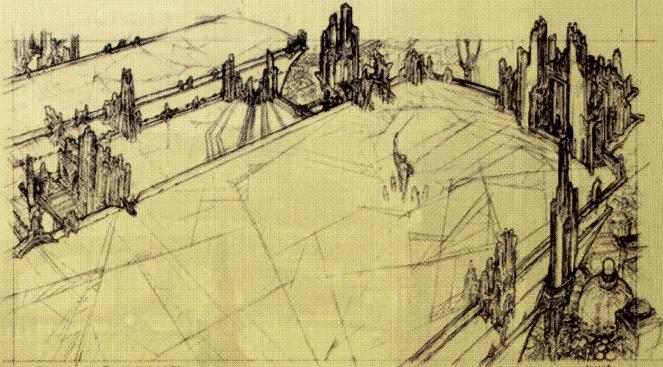
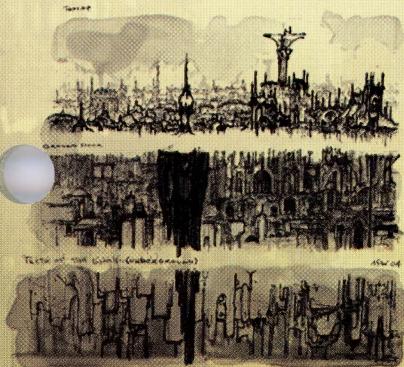




As with every new world, Ravnica had problems to overcome. What to do with the basic lands revealed the most obvious sticking point: What would a “plains” or a “swamp” look like in the middle of a city? Conceptually, could spellcasters even draw mana from a land covered with buildings? Answering the second question was easy: Yes, of course they could! Answering the first question required a more innovative approach: The trees growing inside and around the city’s great gothic cathedrals serve as its forests. The sewers beneath the city streets became its swamps. We found the islands in the great river running through Ravnica. The looming, fiery foundries that convert iron ore into weapons sit atop its mountains, and some even became mountains themselves. And finally, if you stand on top of any of Ravnica’s tall buildings and look across the rooftops, you’ll discover its plains as everything flattens out in the distance.

I knew this idea would be a challenge, and I needed some great concept art in order to bring the world of Ravnica to life. After all, it’s primarily through art that the fantastic new worlds of the *Magic* multiverse jump from our imaginations into your hands.

Ravnica: City of Guilds concept artists:
Rob Alexander, Glen Angus,
Scott M. Fischer, Thomas Gianni,
Tomas Giorello, Doug Alexander Gregory,
Todd Lockwood, Martina Pilcerova,
Dan Scott, Greg Staples,
Arnie Swekel, Joel Thomas,
Pete Venters, Kev Walker,
Anthony S. Waters, and Richard Wright.

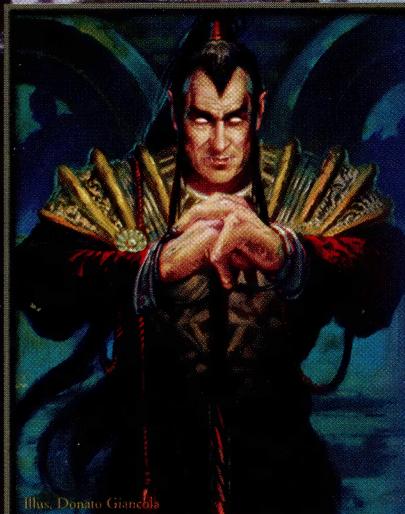




HOUSE DIMIR

House Dimir, the Unseen, the Tenth Guild—a figment, a tale told to children to keep them in line. According to folklore, the vampire lord Szadek attended the signing of the Guildpact as a secret tenth signatory whose presence and existence were hidden from view. Over the millennia, ghost stories about the Dimir grew more and more complex, telling of ancient, undead necromancer-advisors, phantasmal assassins, and slick, black horrors slithering through the endless maze of sewers under the city. If you listened to Ravnica's more suspicious and paranoid denizens, you might have come to believe that House Dimir's agents were everywhere, all serving as Szadek's eyes and ears.

Illus. Donato Giancola



Also known as: The Unseen

Guild leader: Szadek, an eldritch vampire

Guildhall: Duskmantle, a hidden castle inside a huge underground chamber. Only its residents and their underlings know its location.

Values: House Dimir wants utter control of Ravnica. Such absolute control requires complete invisibility so as not to arouse opposition. Therefore, Dimir works very hard to ensure that Ravnicans don't believe the guild exists.

Structure: Isolated cells. Each Dimir agent works in almost complete isolation. Often, any operative within the guild has just one contact, so that none have too wide a view of its dealings. Dimir leaders issue commands through messenger spirits or other magical means to preserve anonymity.

Illus. Kev Walker





TRANSMUTE

Among the crafty tricks developed by House Dimir is *transmute*, a mechanic that turns one spell into another. Any time you could play a sorcery, you can pay a card's transmute cost, discard it, and search your library for a card with the same converted mana cost. Say you're holding Shred Memory in your hand. Paying its transmute cost lets you get any card from your library that costs two mana, no matter what color or colors that new card is. Then reveal the new card, put it into your hand, and shuffle your library. Presto! Transmute is a powerful way to always make sure you have exactly the card you need.



RUNNING OUT OF IDEAS

A typical Magic deck tries to win the game by lowering the opponent's life total to 0. A Dimir deck can do that as well: The guild has plenty of creatures with flying and lots of nasty ways to remove blockers. But there's another way . . . a sneakier way. The most popular alternative victory condition in the game's history has always been to run your opponent out of cards, and Dimir is especially skilled at attacking libraries. Glimpse the Unthinkable pops ten cards at once—for only two mana!—making it sort of a "library Shock." Cards such as Belltower Sphinx, Psychic Drain, and Induce Paranoia serve double duty: They stall by providing defense, gaining life, or countering spells while also removing cards from your opponent's library. Fittingly, Szadek, Lord of Secrets oversees it all.



Illus. Scott M. Fischer



Illus. Donato Giancola

THE GOLGARI

The Golgari believe you can't truly live until you die. For them, death gives life meaning, and from death comes new life. With its vast horde of undead serving as both standing army and labor force, the Golgari operate in Ravnica's undercity, slowly taking over abandoned and derelict areas like a fetid slime mold. This guild contains many factions, from undead abominations of plant matter and flesh, to Ravnica's dark elves, known as the Devkarin. Leadership of the guild is never uncontested. The Sisters of Stone Death, a trio of gorgons, have been the guild's oracles and rulers for over a century, but the dark-elf shaman Savra has set her sights on the Golgari throne. And Savra tends to get what she wants.

Also known as: The Swarm

Guild leader: Contested. The Sisters of Stone Death, a trio of gorgons who claim oracular powers, currently lead the guild. But the dark-elf shaman Savra has grown powerful enough to challenge them. Also, rumors abound that the legendary necromancer Sogothir, founder of the guild, was never destroyed.

Guildhall: Sogothos, the Restless Tomb. Once an ornate and gilded Orzhov cathedral, the Tomb is now a quasi-living structure. Some claim it moves as the center of Golgari territory shifts.

Values: Power through growth. The Golgari grow by folding the dead into their ranks, as well as through occasional minor incursions into new territory.

Structure: A predatory organism with many predators within it. Subgroups of the guild (dark elves, undead-plant hybrids, and others) struggle for control.



DREDGE

The Golgari use a specialized form of necromancy called dredge to turn rot into creation. This mechanic lets you pick and choose from among your graveyard whenever you restock your hand. If you're about to draw a card, you can instead return a card with dredge from your graveyard to your hand. To do so, you must first put a specified number of cards from the top of your library into your graveyard to take its place. No problem—that puts more cards with dredge where you can reach them! The more you use dredge, the fatter your graveyard gets, and the more choices you'll have to dredge back up.



SACRIFICIAL SLUDGE

Each guild has two legendary leaders. In each case, the smaller of the two has abilities especially attuned to its colors. Savra, Queen of the Golgari, might be the most diabolical of the bunch—not just based on abilities, but based on combo potential. Whenever you sacrifice a green creature, Savra lets you gain 2 life. Whenever you sacrifice a black creature, Savra lets you pay 2 life to make each other player sacrifice a creature as well. When you sacrifice a black-green creature, you get both effects! Still, you need a creature to sacrifice and some way to sacrifice it. That's where Shambling Shell comes in: this black-green creature can sacrifice *itself* to make one of your other creatures (Savra, perhaps?) permanently bigger. The wicked part of the plan is that Shambling Shell has dredge! You can return it to your hand, replay it, and sacrifice it again—every single turn—and each time you do, your opponent must sacrifice a creature. Pretty soon, your opponents won't bother playing creatures at all.





BOROS LEGION

The Boros Legion believes in a higher law—one in which righteousness is fire, and justice the light that shines from it. Led by the angel Razia, the Boros are Ravnica's most formidable military force. To clash head-on with the Legion would be suicide; they are the most skilled and fierce fighters on the plane. The Boros are about action—they leave analysis and doubt to others. Perhaps this is why part of this guild, the League of Wojek, was chosen to enforce Ravnica's laws. Their absolute belief in justice makes them swift and effective in neutralizing any conflict.

Also known as: The Legion

Guild leader: Razia, an archangel of fire. She is an ageless creation of red and white mana who serves as a living ideal for the guild.

Guildhall: Sunhome, a combined fortress, barracks, and place of worship. Widely considered impregnable, Sunhome serves as a symbol of military might and the base of operations for the Wojek, the division of the Boros that acts as Ravnica's official peacekeepers.

Values: Passionate belief in law. To friends of the Boros, they have unwavering faith and powerful devotion. To enemies, they are dangerous zealots willing to give anything for their beliefs.

Structure: Fully military. The Boros view Razia as more of a figurehead than an actual commander-in-chief. Still, many generals revere her and would heed any command she gave. Every Boros legionnaire has a function in combat.







RADIANCE

Radiance is a sweeping and efficient strike tactic practiced by the Boros Legion. This mechanic can be particularly devastating to your opponent or particularly beneficial to you. When you play a spell or ability with radiance, you'll target one permanent—but the effect will happen to *all* permanents of that type that share a color with the target. A spell with radiance that targets a blue-black creature, for example, also affects each other blue creature and each other black creature in the game. Be careful if some of your opponent's creatures share a color with some of yours—you don't want Rally the Righteous to boost your opponent's forces, and you certainly don't want Cleansing Beam to damage your own!

SAY HELLO TO HEAVEN

A number of Magic sets over the years have featured amazing pairs of Angels: The *Tempest*™ set contained Avenging Angel and Selenia, Dark Angel, which are both nearly impossible to permanently remove from the battlefield. The *Invasion* set's Crypt Angel and Reya Dawnbringer each adeptly bring the fallen back to life. The *Odyssey*™ tandem of Wayward Angel and Iridescent Angel are fearsome attackers, while the *Mirrodin* set's Platinum Angel and Luminous Angel can each dominate a game. Until now, the greatest raw power of an Angel pair probably belonged to Lightning Angel and Desolation Angel from the *Apocalypse*™ set.

But the *Ravnica* duo might have them all beat. Razia, Boros Archangel is a 6/3 legendary Angel with flying, vigilance, haste, and the ability to protect any of your creatures while picking off the enemy instead. Firemane Angel is a 4/3 Angel that flies, has first strike, continually gains you life whether in play or in your graveyard, and resurrects itself from the dead. Which pair is truly the best? You're sure to have fun finding out.





Illus. Martina Pilatová



Illus. Brian Beaman

THE SELESNYA CONCLAVE

"Once you are with us, you are an equal among us. Until then, you are lost." Thus spoke the wolfrider evangel Tolsimir, an agent of the Selesnya Conclave. But the words might have been spoken by anyone in the guild. Depending on your point of view, the Conclave is either a selfless, nurturing, spiritual group or a brainwashing nature cult. This guild bolsters its membership through recruitment, bringing outsiders into the fold with ceaseless effort. Its structure is almost fully decentralized—a large council of beings that partially share a consciousness leads the Conclave. The Selesnya make their home in Vitu-Ghazi, the ancient tree standing in the center of Ravnica's oldest and largest district.

Also known as: The Conclave

Guild leader: Communal leadership by all members, or so the guild claims. The dryads of the conclave share a consciousness that they can in turn share with others.

Guildhall: Vitu-Ghazi, once the greatest tree in the world. Although struck down ages ago, dryad and elf magic keeps Vitu-Ghazi alive. Its trunk houses the Selesnya's most important places.

Values: The Selesnya always seeks to grow the guild's ranks—sometimes literally. The Conclave commands many saprolings and larger elemental creatures for labor and guardianship, and its evangels cry the guild's praises on every major street corner.

Structure: Decentralized, communal, collective. Within the Conclave, ideally all are equals regardless of individual roles.



Illus. Wayne Reynolds





CONVOKE

Convoke is a specialty of the Selesnya Conclave, whose members live to help one another. This mechanic lets your creatures pitch in to help you play even more creatures and spells. While playing a convoke spell, you can tap any number of your creatures to reduce that spell's cost. Each creature you tap reduces the cost by one mana of any of that creature's colors, or by one generic mana. That means tapping a green-white creature would reduce the cost of a convoke spell by {1} or {*} or {1}. You can tap as many creatures as you want to help you out, no matter what color they are. Tap enough creatures and you won't need to pay any mana at all!



MAKING FRIENDS

If you like to make new friends, then you'll feel at home in the Selesnya Conclave—they literally make new friends all the time. One of the strongest themes of this guild is Saproling generation, and the Conclave churns out token creatures at every opportunity. Their creatures, such as Selwyn Evangel and Bramble Elemental, do it. Their spells and enchantments, including Seed Spark and Fists of Ironwood, do it. Even their guildhall, Vitu-Ghazi, the City-Tree, does it. The key to this guild isn't just that it makes lots of creature tokens, though—it also makes excellent use of them. Saprolings can easily power out giant convoke spells. Alternately, the guild can pump them all up at once and send them in for an overwhelming attack. And when all else fails, they can simply outnumber their enemies.

THE TEN COOLEST RAVNICA: CITY OF GUILDS CARDS

by Aaron Forsythe, *Ravnica: City of Guilds* designer/developer



1. FIREMANE ANGEL

Take equal parts Hammer of Bogardan and Eternal Dragon, toss in first strike and an awesome life-gain ability, and you end up with this beauty. In play, she delivers swift beatings of justice. In the graveyard, she still helps out. And in the late game, she rises to fight again!



2. SELESNYA GUILDMAGE

The Ravnica guildmages are prime examples of the new hybrid cards. Played in a monogreen deck, Selesnya Guildmage can make tokens. In a monowhite deck, it pumps your creatures. In a green-white deck? Look out!



3. DIMIR CUTPURSE

Some blue creatures, like Thieving Magpie, let you draw cards when they deal damage to your opponents. Some black creatures, like Hypnotic Specter, force your opponents to discard when they deal damage. Dimir Cutpurse is both blue *and* black. 'Nuff said.



4. WATCHWOLF

Two mana sometimes gets you a 2/2 creature. In the somewhat extreme case of the *Ninth Edition* set's Elvish Warrior, it affords you a 2/3 fighter. Watchwolf goes an amazing step further, giving you a giant 3/3 body for the same two mana. No drawbacks, no questions asked.



5. HUNTED HORROR

If a 3/3 creature for two mana impressed you, how about a 7/7 instead?! Of course, the two Centaurs your opponent gets are a small challenge to overcome, but with a little creativity you can clear the way for massive Horror beatings. One word for you: Necroplasm.



6. FOLLOWED FOOTSTEPS

You can never have too much of a good thing. Followed Footsteps turns any creature on the table into a self-replicating army generator. Each turn that passes adds another copy of the creature to your team. Remember that your opponent's creatures are fair game!



8. OVERGROWN TOMB

For the first time since Alpha, there's a new cycle of nonbasic lands with basic land types! Overgrown Tomb isn't a basic land, but it is both a Swamp and a Forest. Any card that affects (or *searches for*) either Swamps or Forests works on this land too. Somewhere, Wood Elves are jumping up and down.



10. SISTERS OF STONE DEATH

Three vile Gorgons, three abilities. The first lures your opponent's creatures into combat. The second turns them to stone. The third animates the statues to fight on your side. And it's not as if a 7/5 creature needs that much help to begin with. Overkill? You bet!





CARD ENCYCLOPEDIA

The *Ravnica: City of Guilds* Card Encyclopedia shows the entire *Ravnica: City of Guilds* card set. To keep track of your cards, just turn to the checklist on pages 57–59.



RAVNICA: CITY OF GUILDS CARD ENCYCLOPEDIA





Ravnica: City Of Guilds Card Encyclopedia





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RAVNICA: CITY OF GUILDS CARD ENCYCLOPEDIA





HALF FAITH

The *Ravnica* set introduces a new kind of multicolored card that's never been seen before: one you can play in a single-color deck! These new "hybrid" cards exist at the overlap of each guild's colors, and they don't have a gold frame. Instead, a hybrid card's frame is divided in half between its two colors, and it has "half-half" mana symbols—such as BW or RW —in its cost. To play Boros Recruit, you can pay either R or W . At all times, the card is both red and white, no matter what color mana you use to pay for it. If a hybrid card has more than one half-half mana symbol in its cost, you choose which color to spend for each symbol separately—they don't all have to be the same. That means you can spend RR , RW , or WW to play Boros Guildmage.

What the half-half mana symbols look like wasn't figured out overnight. Except for the redesign of the white mana symbol a number of years ago, these are the first new colored mana symbols ever! Here's a peek at some other ideas tried along the way.





RAVNICA: CITY OF GUILDS CARD ENCYCLOPEDIA





RAVNICA: CITY OF GUILDS CARD ENCYCLOPEDIA





RAVNICA: CITY OF GUILDS CARD ENCYCLOPEDIA







CARD CHECKLIST

WHITE

- 1 U Auratouched Mage
- 2 U Bathe in Light
- 3 C Benevolent Ancestor
- 4 R Blazing Archon
- 5 C Boros Fury-Shield
- 6 C Caregiver
- 7 U Chant of Vitu-Ghazi
- 8 R Concerted Effort
- 9 C Conclave Equenaut
- 10 U Conclave Phalanx
- 11 C Conclave's Blessing
- 12 C Courier Hawk
- 13 U Devouring Light
- 14 U Divebomber Griffin
- 15 C Dromad Purebred
- 16 C Faith's Fetters
- 17 U Festival of the Guildpact
- 18 R Flickerform
- 19 C Gate Hound
- 20 R Ghosts of the Innocent
- 21 R Hour of Reckoning
- 22 R Hunted Lammasu
- 23 C Leave No Trace
- 24 R Light of Sanction
- 25 R Loxodon Gatekeeper
- 26 C Nightguard Patrol
- 27 U Oathsworn Giant
- 28 U Sandsower
- 29 C Screeching Griffin
- 30 C Seed Spark
- 31 U Suppression Field
- 32 R Three Dreams
- 33 R Twilight Drover
- 34 C Veteran Armorer

- 35 C Votary of the Conclave
- 36 U Wojek Apothecary
- 37 C Wojek Siren

BLUE

- 38 U Belltower Sphinx
- 39 R Cerulean Sphinx
- 40 C Compulsive Research
- 41 C Convolute
- 42 R Copy Enchantment
- 43 C Dizzy Spell
- 44 C Drake Familiar
- 45 R Dream Leash
- 46 C Drift of Phantasms
- 47 U Ethereal Usher
- 48 R Eye of the Storm
- 49 C Flight of Fancy
- 50 U Flow of Ideas
- 51 R Followed Footsteps
- 52 C Grayscaled Gharial
- 53 R Grozoth
- 54 U Halcyon Glaze
- 55 R Hunted Phantasm
- 56 C Induce Paranoia
- 57 U Lore Broker
- 58 U Mark of Eviction
- 59 U Mnemonic Nexus
- 60 C Muddle the Mixture
- 61 C Peel from Reality
- 62 C Quickchange
- 63 U Remand
- 64 C Snapping Drake
- 65 R Spawnbroker
- 66 C Stasis Cell
- 67 C Surveilling Sprite

- 68 C Tattered Drake

- 69 U Telling Time
- 70 C Terraformer
- 71 C Tidewater Minion
- 72 R Tunnel Vision
- 73 C Vedalken Dismisser
- 74 C Vedalken Entrancer
- 75 U Wizened Snitches
- 76 C Zephyr Spirit

BLACK

- 77 R Blood Funnel
- 78 C Brainspoil
- 79 U Carrion Howler
- 80 C Clinging Darkness
- 81 R Dark Confidant
- 82 U Darkblast
- 83 C Dimir House Guard
- 84 U Dimir Machinations
- 85 C Disembowel
- 86 R Empty the Catacombs
- 87 U Golgari Thug
- 88 R Helldozer
- 89 R Hex
- 90 R Hunted Horror
- 91 C Infectious Host
- 92 U Keening Banshee
- 93 C Last Gasp
- 94 U Mausoleum Turnkey
- 95 R Moonlight Bargain
- 96 C Mortipede
- 97 C Necromantic Thirst
- 98 R Necroplasm
- 99 U Netherborn Phalanx
- 100 U Nightmare Void

- 101 U Ribbons of Night
- 102 C Roofstalker Wight
- 103 C Sadistic Augermage
- 104 C Sewerdreg
- 105 C Shred Memory
- 106 R Sins of the Past
- 107 C Stinkweed Imp
- 108 C Strands of Undeath
- 109 C Thoughtpicker Witch
- 110 U Undercity Shade
- 111 U Vigor Mortis
- 112 U Vindictive Mob
- 113 R Woebringer Demon

RED

- 114 C Barbarian Riftcutter
- 115 U Blockbuster
- 116 R Breath of Fury
- 117 R Char
- 118 U Cleansing Beam
- 119 C Coalhauler Swine
- 120 C Dogpile
- 121 R Excruciator
- 122 C Fiery Conclusion
- 123 R Flame Fusillade
- 124 U Flash Conscription
- 125 U Frenzied Goblin
- 126 C Galvanic Arc
- 127 C Goblin Fire Fiend
- 128 C Goblin Spelunkers
- 129 U Greater Forging
- 130 R Hammerfist Giant
- 131 R Hunted Dragon
- 132 C Incite Hysteria
- 133 U Indentured Oaf
- 134 U Instill Fury
- 135 R Mindmoil
- 136 R Molten Sentry
- 137 C Ordruum Commando
- 138 C Rain of Embers
- 139 U Reroute
- 140 C Sabertooth Alley Cat
- 141 C Seismic Spike

- 142 C Sell-Sword Brute
- 143 C Smash
- 144 C Sparkmage Apprentice
- 145 U Stoneshaker Shaman
- 146 C Surge of Zeal
- 147 C Torpid Moloch
- 148 C Viashino Fangtail
- 149 C Viashino Slasher
- 150 R Warp World
- 151 C War-Torch Goblin
- 152 U Wojek Embermage

GREEN

- 153 R Birds of Paradise
- 154 C Bramble Elemental
- 155 U Carven Caryatid
- 156 R Chord of Calling
- 157 C Civic Wayfinder
- 158 R Doubling Season
- 159 U Dowsing Shaman
- 160 C Dryad's Caress
- 161 C Elves of Deep Shadow
- 162 C Elvish Skysweeper
- 163 C Farseek
- 164 C Fists of Ironwood
- 165 C Gather Courage
- 166 C Golgari Brownscale
- 167 R Golgari Grave-Troll
- 168 U Goliath Spider
- 169 C Greater Mossdog
- 170 R Hunted Troll
- 171 U Ivy Dancer
- 172 R Life from the Loam
- 173 U Moldervine Cloak
- 174 U Nullmage Shepherd
- 175 U Overwhelm
- 176 U Perilous Forays
- 177 R Primordial Sage
- 178 U Recollect
- 179 U Rolling Spoil
- 180 U Root-Kin Ally
- 181 C Scatter the Seeds
- 182 R Scion of the Wild
- 183 C Siege Wurm
- 184 C Stone-Seeder
- 185 C Sundering Vitae
- 186 C Transluminant
- 187 U Trophy Hunter
- 188 R Ursapine
- 189 R Vinelasher Kudzu

MULTICOLORED

- 190 R Agrus Kos,
Wojek Veteran
- 191 R Autochthon Wurm
- 192 R Bloodbond March
- 193 U Boros Swiftblade
- 194 R Brightflame
- 195 R Chorus of the Conclave
- 196 R Circu, Dimir Lobotomist
- 197 U Clutch of the Undercity
- 198 U Congregation at Dawn
- 199 C Consult the Necrosages
- 200 U Dark Heart
of the Wood
- 201 R Dimir Cutpurse
- 202 R Dimir Doppelganger
- 203 C Dimir Infiltrator
- 204 U Drooling Groodion
- 205 R Firemane Angel
- 206 U Flame-Kin Zealot
- 207 R Glare of Subdual
- 208 R Glimpse the
Unthinkable
- 209 U Golgari Germination
- 210 C Golgari Rotwurm
- 211 R Grave-Shell Scarab
- 212 C Guardian of Vitu-Ghazi
- 213 U Lightning Helix
- 214 R Loxodon Hierarch
- 215 R Mindleech Mass
- 216 U Moroii
- 217 C Perplex
- 218 R Phytohydra
- 219 U Pollenbright Wings

RAVNICA: CITY OF GUILDS CARD CHECKLIST

- 220 U Psychic Drain
- 221 U Putrefy
- 222 C Rally the Righteous
- 223 R Razia, Boros Archangel
- 224 R Razia's Purification
- 225 R Savra, Queen of the Golgari
- 226 R Searing Meditation
- 227 C Seeds of Strength
- 228 C Selesnya Evangel
- 229 U Selesnya Sagittars
- 230 C Shambling Shell
- 231 R Sisters of Stone Death
- 232 C Skyknight Legionnaire
- 233 U Sunhome Enforcer
- 234 R Szadek, Lord of Secrets
- 235 C Thundersong Trumpeter
- 236 R Tolsimir Wolfblood
- 237 U Twisted Justice
- 238 R Vulturous Zombie
- 239 U Watchwolf
- 240 R Woodwraith Corrupter
- 241 C Woodwraith Strangler

HYBRID MULTICOLORED

- 242 U Boros Guildmage
- 243 C Boros Recruit
- 244 C Centaur Safeguard
- 245 U Dimir Guildmage
- 246 C Gaze of the Gorgon
- 247 R Gleancrawler
- 248 U Golgari Guildmage
- 249 C Lurking Informant
- 250 R Master Warcraft
- 251 R Privileged Position
- 252 U Selesnya Guildmage
- 253 R Shadow of Doubt

ARTIFACTS

- 254 R Bloodletter Quill
- 255 C Boros Signet
- 256 R Bottled Cloister
- 257 R Cloudstone Curio
- 258 R Crown of Convergence
- 259 U Cyclopean Snare
- 260 C Dimir Signet
- 261 U Glass Golem
- 262 C Golgari Signet
- 263 U Grifter's Blade
- 264 U Junktroller
- 265 U Leashling
- 266 R Nullstone Gargoyle
- 267 R Pariah's Shield
- 268 U Peregrine Mask
- 269 R Plague Boiler
- 270 C Selesnya Signet
- 271 U Spectral Searchlight
- 272 R Sunforger
- 273 C Terrarion
- 274 U Voyager Staff

LANDS

- 275 C Boros Garrison
- 276 C Dimir Aqueduct
- 277 U Duskmantle, House of Shadow
- 278 C Golgari Rot Farm
- 279 R Overgrown Tomb
- 280 R Sacred Foundry
- 281 C Selesnya Sanctuary
- 282 U Sunhome, Fortress of the Legion
- 283 U Svogthos, the Restless Tomb
- 284 R Temple Garden

○ = Regular card

□ = Premium card

C = Common

U = Uncommon

R = Rare

L = Basic land

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